

This listing of claims will replace all prior versions and listings of the claims in this application:

Claims 1-10 (cancelled)

Claim 11 (new) A game call apparatus, comprising:

a housing;

a sounding board coupled to the housing, the sounding board defining a main air channel;

a reed coupled to the sounding board adjacent the main air channel to produce sounds when air passes through the main air channel;

a pressure point structure disposed in the housing, the pressure point structure engaging the reed at a reed contact location, the pressure point structure urging the reed toward the sounding board at the reed contact location, the pressure point structure being movable relative to the reed, as air is forced across the reed to change a free end length of said reed which is free for sound producing vibrations; and

a rigid cylindrical member configured with a spiraled groove portion therein, so that rotation of said rigid cylindrical member results in relative longitudinal movement with respect to said housing, which longitudinal movement limits a range of variability of said free end length.

Claim 12 (new) A game call apparatus according to claim 11 wherein the reed contact location comprises two locations.

Claim 13 (new) A game call apparatus according to claim 11 wherein said housing has a top side and a bottom side and further comprising a bellows disposed at said top side.

Claim 14 (new) A game call apparatus according to claim 13 wherein the bellows has a smooth continuous top portion.

Claim 15 (new) A game call apparatus according to claim 13 wherein said housing has a top side and a bottom side wherein the rigid cylindrical member is centrally disposed at said bottom side.

Claim 16 (new) A game call apparatus according to claim 15 wherein the housing further comprises a protuberance, at said bottom side; said protuberances being configured to receive therein a cylindrical member with a spiraled groove portion therein.

Claim 17 (new) A game call apparatus according to claim 13 further comprising a retainer plate for cooperation with said bellows.

Claim 18 (new) A method of using a game call, comprising:

providing a housing;

providing a sounding board integrated within the housing, the sounding board defining a main air channel;

providing a reed secured to the sounding board adjacent the main air channel to produce sounds when air passes through the main air channel;

providing a pressure point structure disposed in the housing, the pressure point structure engaging the reed at a reed contact location, the pressure point structure urging the reed toward the sounding board at the reed contact location;

moving the pressure point structure relative to the reed to change a free end length of the reed while using the game call to produce different sounds; and

rotating a cylindrical member with a spiraled structural feature therein and thereby causing a longitudinal movement which limits a range of variability of said free end length.

Claim 19 (new) The method of claim 18, further comprising pushing portions of the pressure point structure away from the reed to change the free end length of the reed.

Claim 20 (new) A method of adjusting a game call;

providing a game call with a housing;

providing a game call with a bellows coupled to said housing, and a reed having a variable free end length disposed in said housing; and

twisting a cylindrical rigid member having a spiraled surface feature so that longitudinal movement results and so that a range of variability of said free end length is thereby limited.